DONKEY KONG JUNIOR™

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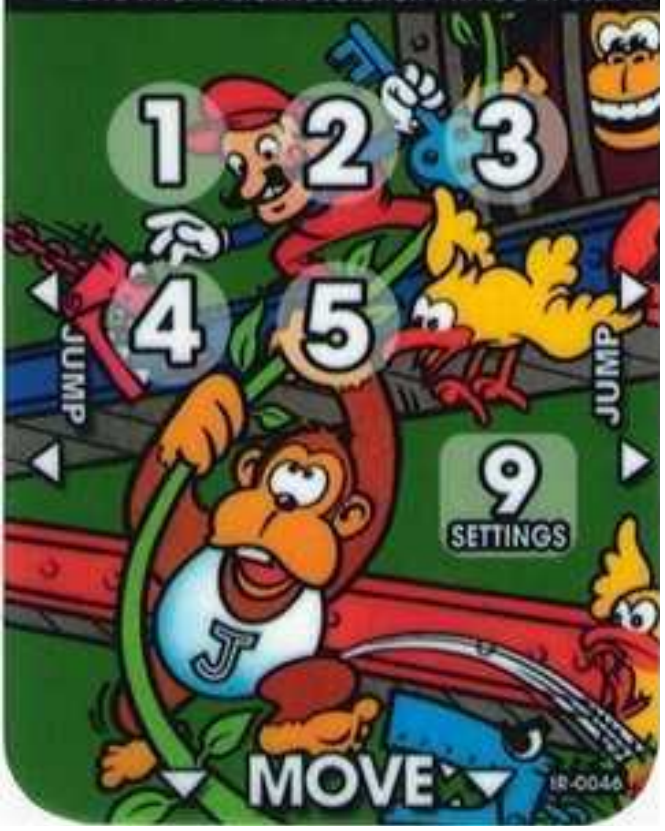
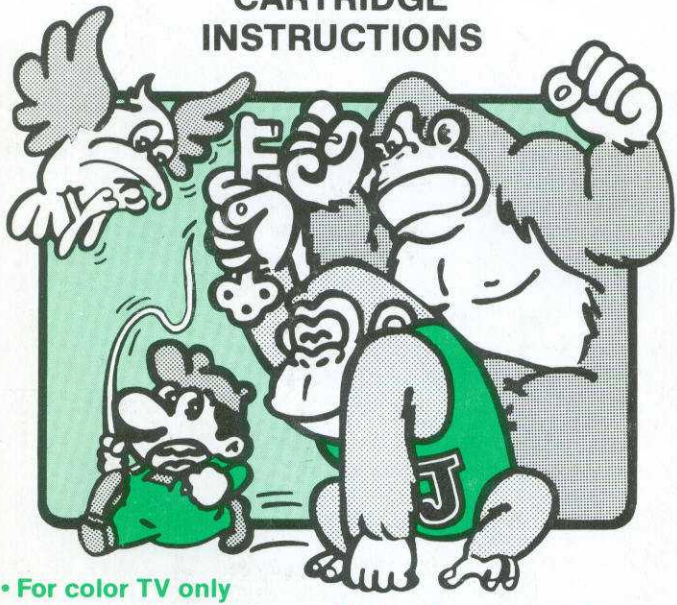


Guide No. 91982

DONKEY KONG JUNIOR™

by Nintendo®

CARTRIDGE INSTRUCTIONS



- For color TV only
- For one or two players
- Select from four skill levels

For use with Intellivision® or Intellivision® II Master Component

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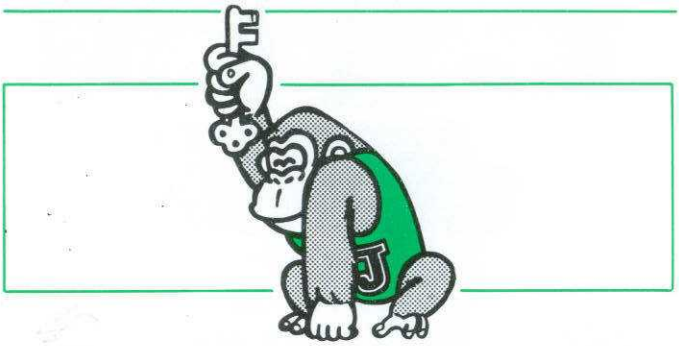
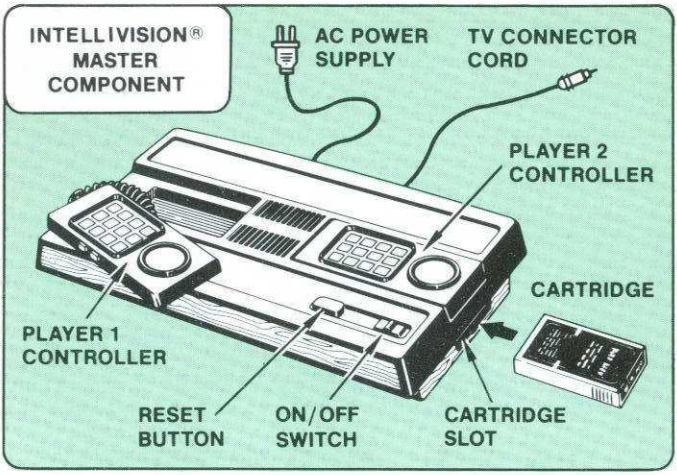
GAME DESCRIPTION

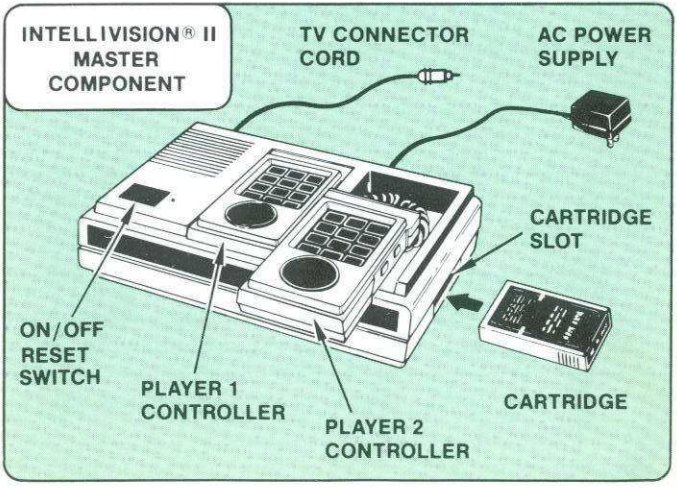


Mario™ has locked up Papa Donkey Kong™, and Junior must hurry through a treacherous jungle to free him. Racing against time, Junior climbs and swings across vines and avoids dangerous creatures, all to reach a flashing key to release his Papa. If Junior succeeds at this mission, the scene changes. Junior must push keys to the top of long chains, once again avoiding clever opponents. If he completes this test, he must climb the vines again — this time it's tougher! Then he arrives at the high-flying Jump Board mission. Can you help Junior save his father?

GETTING READY TO PLAY

- Make sure the Master Component is connected to the TV and power supply is plugged in.
- TV should be on and tuned to the same channel as the Channel Select Switch on the console.
- **MAKE SURE THE MASTER COMPONENT IS OFF WHEN INSERTING OR REMOVING A CARTRIDGE.** Fully insert cartridge, with label facing up, to the indicator marks on both sides of the label. Turn **OFF/ON** switch to **ON** after cartridge has been inserted.

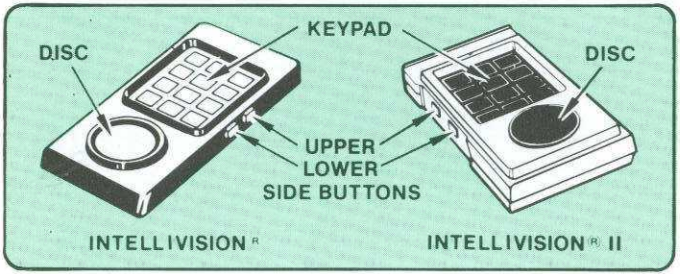

INTELLIVISION®
MASTER
COMPONENT
AC POWER
SUPPLY
TV CONNECTOR
CORD
PLAYER 2
CONTROLLER
CARTRIDGE
PLAYER 1
CONTROLLER
RESET
BUTTON
ON/OFF
SWITCH
CARTRIDGE
SLOT


INTELLIVISION® II
MASTER
COMPONENT
TV CONNECTOR
CORD
AC POWER
SUPPLY
CARTRIDGE
SLOT
ON/OFF
RESET
SWITCH
PLAYER 1
CONTROLLER
PLAYER 2
CONTROLLER
CARTRIDGE

USING YOUR CONTROLS

One-player game: Use the **left** controller.

Two-player game: Player 1 uses the left controller; Player 2 uses the right controller. Player 1 goes first. Each turn lasts until the player's Junior is eliminated.



1. **Keypad:** Use keypad buttons first to choose a one-player or a two-player game. Then use the keypad buttons to select game difficulty and to start playing.
2. **Disc:** The Disc controls Junior's climbing and running. Here's how it's done:

   Climbing:
   If Junior is on a vine or chain, press the Disc up to make him climb. Junior climbs two vines or chains faster than he climbs one.

   Sliding:
   If Junior is on a vine or chain, press the Disc down. Junior slides down one vine or chain faster than he slides down two.

   Swinging:
   If Junior is on a vine or chain, press the Disc left or right to make him swing!

   Running:
   If Junior is standing on a girder or platform, press the Disc left or right to make him run.

3. **Side Buttons:** Pressing either upper Side Button makes Junior jump. Press an upper Side Button while Junior stands still and he makes a standing jump. Press an upper Side Button while Junior runs and he makes a running jump. In the Jump Board screen, Junior can make a super jump. Here's how you do it:

   Make Junior perform a running jump to the Jump Board. When Junior touches the board, you press an upper Side Button. If you hit the button just right, Junior makes a super jump.

The lower Side Buttons are not used in DONKEY KONG, JR.™

HERE'S HOW TO PLAY

Choose your challenge.

Press **Reset** and the Title screen appears. Press any Keypad Button to make the Game Option screen appear. Choose a one- or two-player game by pressing Keypad Button 1 or 2. Choose a Skill from 1 through 4 by pressing the corresponding Keypad Button.

Skill 1 is the easiest level, suitable for beginners.

Skill 2 action is faster than Skill 1, but not as demanding as the arcade game.

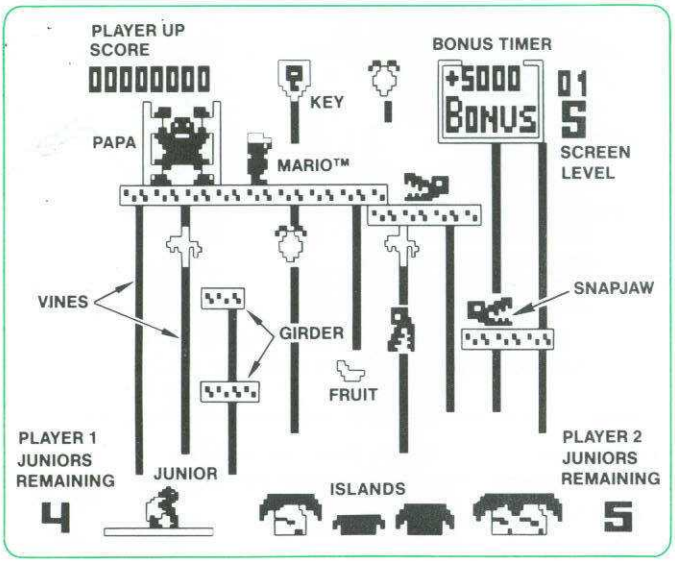
Skill 3 plays much like the arcade game.

Skill 4 is more challenging than the arcade version!

If you accidentally make the wrong choice, press the **Reset** button and choose again. When your selections are made, press any Keypad Button and the Get Ready screen appears.

Start climbing.

Junior starts in the lower left corner of the jungle. Make him jump to the vines. Junior climbs two vines faster than he climbs one. But he can't climb through a girder! Junior must be on an adjoining vine and above a girder before stepping onto it. Watch out for the red and blue Snapjaws searching for Junior. Touch a fruit directly above the Snapjaws and knock them out of play!

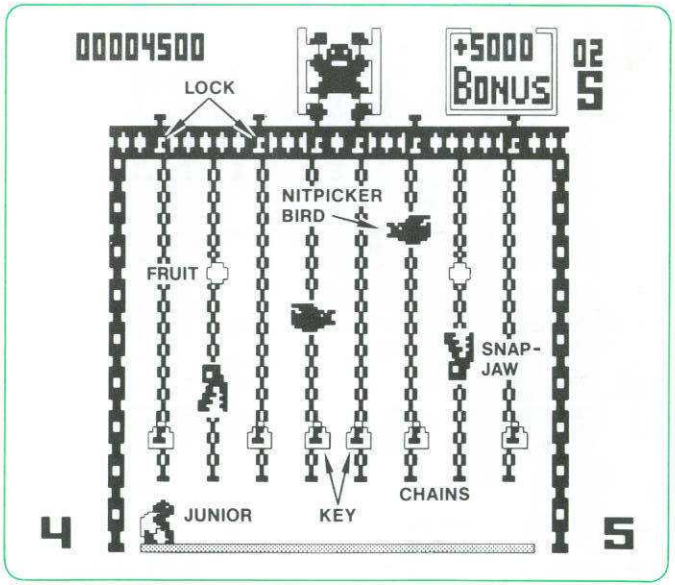


Capture the key.

Junior must capture the flashing key to the right of Mario™. But he sends Snapjaw after Snapjaw to try to stop Junior! Guide your little ape to the highest girder. Grab a fruit and bonk a Snapjaw, or leap over the Snapjaw for points. If you miss the key and fall onto Mario™, Junior is eliminated. A new Junior must start all over again.

Bonus!

While Junior's climbing, the Bonus Timer is counting down. When Junior reaches the flashing key, the number appearing in the Bonus Timer is added to your score. But time can work against you. If Junior fails to capture the key by the time the bonus runs out, he is eliminated. A warning sound begins when time gets short.

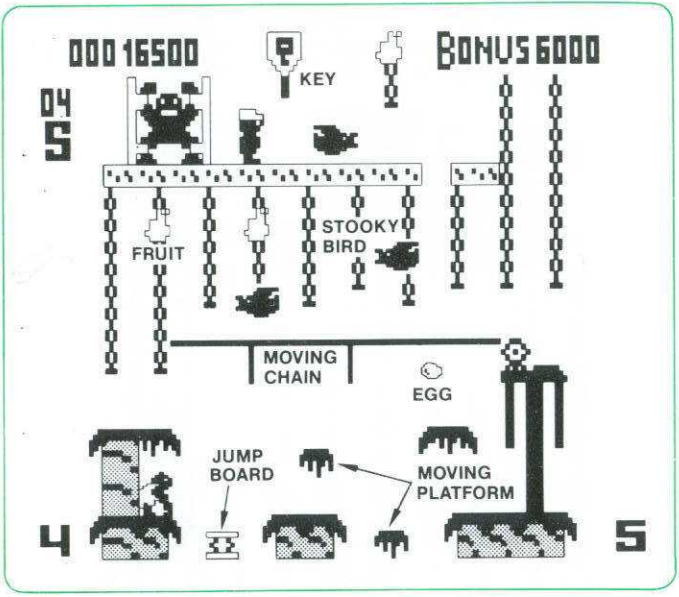


Chain champ.

Now that Junior's captured the key, he goes to the chain mission. Here he must push keys up long chains to free his Papa. Red Snapjaws still chase Junior. But Mario™ has a new trick, too: Nitpicker birds! They swoop down from Mario's™ girder to snatch Junior on the chains. Don't let the Nitpickers get Junior. And remember the biting Snapjaws! Touch a fruit directly above a Nitpicker and knock it out of play.

Second time around.

So you think you're pretty clever. Surprise! It's time to climb the vines again — with more opponents that chase Junior.



Bounce right, bounce high!

Again Junior starts in the lower left corner. But this time he must hop onto a jump board to begin his mission. Press the jump button just as Junior touches the board. If Junior jumps just right, he performs a super jump! Try to land on a moving platform, then jump to a moving chain. Be careful not to slam Junior's head on a platform — that will hurt him!

Birds and eggs.

Beware of the Stookybirds as you climb around the chain conveyer. In Skill Levels 2 through 4, Stookybirds drop eggs to eliminate your struggling Junior. Climb above the birds and bonk them with fruit. Swing to the far right and leap to the highest platform. Try for the key!

One more time!

The jungle action gets wilder and wilder. The missions repeat, but each time, they're harder! How good are you?

Starting over.

Press any Keypad button to start playing DONKEY KONG, JR.™ again!

SCORING

Action	Points
Jumping over an opponent	100
Jumping over two or more opponents in a single jump	300
Pushing a key to the top of a chain (Chain Mission)	200
Picking a fruit	400
Falling fruit eliminates opponent	800
Same falling fruit eliminates second opponent	1200

Bonus Points

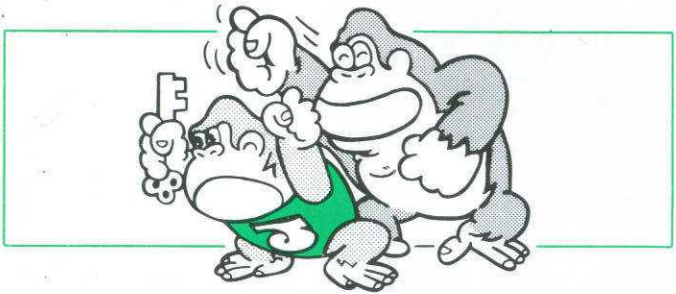
When you complete a mission, the Bonus Timer stops. The value remaining in the Timer is added to your score.

Bonus Juniors

You earn a bonus Junior when your score reaches 8,000 points.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing DONKEY KONG, JR.™, but it is only the beginning! You will find that this cartridge is full of special features that make DONKEY KONG, JR.™ exciting every time you play. Experiment with different techniques — and enjoy the game!



90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that this video game cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station. This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

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SERVICE POLICY

Please read your Video Game Owner's Manual carefully before using the product. If your video game cartridge fails to operate properly, please refer to the trouble-shooting checklist in the Owner's Manual for your particular video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call Customer Service on Coleco's toll-free service hotline: 1-800-842-1225 nationwide. This service is in operation from 8:00 a.m. to 5:00 p.m. Eastern Standard Time, Monday through Friday.

If Customer Service advises you to return your video game cartridge, please return it postage prepaid and insured, with your name, address, proof of the date of purchase, and a brief description of the problem to the Service Station you have been directed to return it to by the toll-free service information. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your cartridge requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.

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